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ABSTRACT

The purpose of this comic-activity book is to teach children how to be safe and how to deal with peer pressure. The book centers on the characters McGruff the Crime Dog, his nephew Scruff and American Indian children living on a reservation. Scruff, who is a child figure, encounters situations that children may experience or worry about, involving drugs, alcohol, gangs, weapons, sexual abuse, and domestic violence. By remembering his uncle's good advice, Scruff is better able to handle such problems and help other children to do the right thing and resist peer pressure. Other activities in the book include a word game, hidden pictures, a crossword puzzle, a maze, and other problem-solving games that relate to the message in the text. (LP)

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THE ADVENTURES OF McGRUFF® & SCRUFF® IN INDIAN COUNTRY

RC

A Drug and Violence Prevention
Comic-Activity Book

McGruff® the
Crime Dog



ED 412 037



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PLUS

**TAKE A BITE OUT OF
CRIME®**

**WORD GAME
HIDDEN PICTURE
CROSSWORD PUZZLE
AND MORE**

Dear Parents:

McGruff® the Crime Dog and his nephew Scruff® appear in this comic-activity book to help your children learn how to make themselves safer.

We know that children trust and love McGruff (an adult figure). Children trust McGruff as an adult who cares about them and offers helpful advice. Scruff, who is a child figure, gets into situations children may have encountered or worried about, involving alcohol and other drugs, gangs, and weapons. By remembering his uncle's good advice, Scruff is better able to handle these problems.

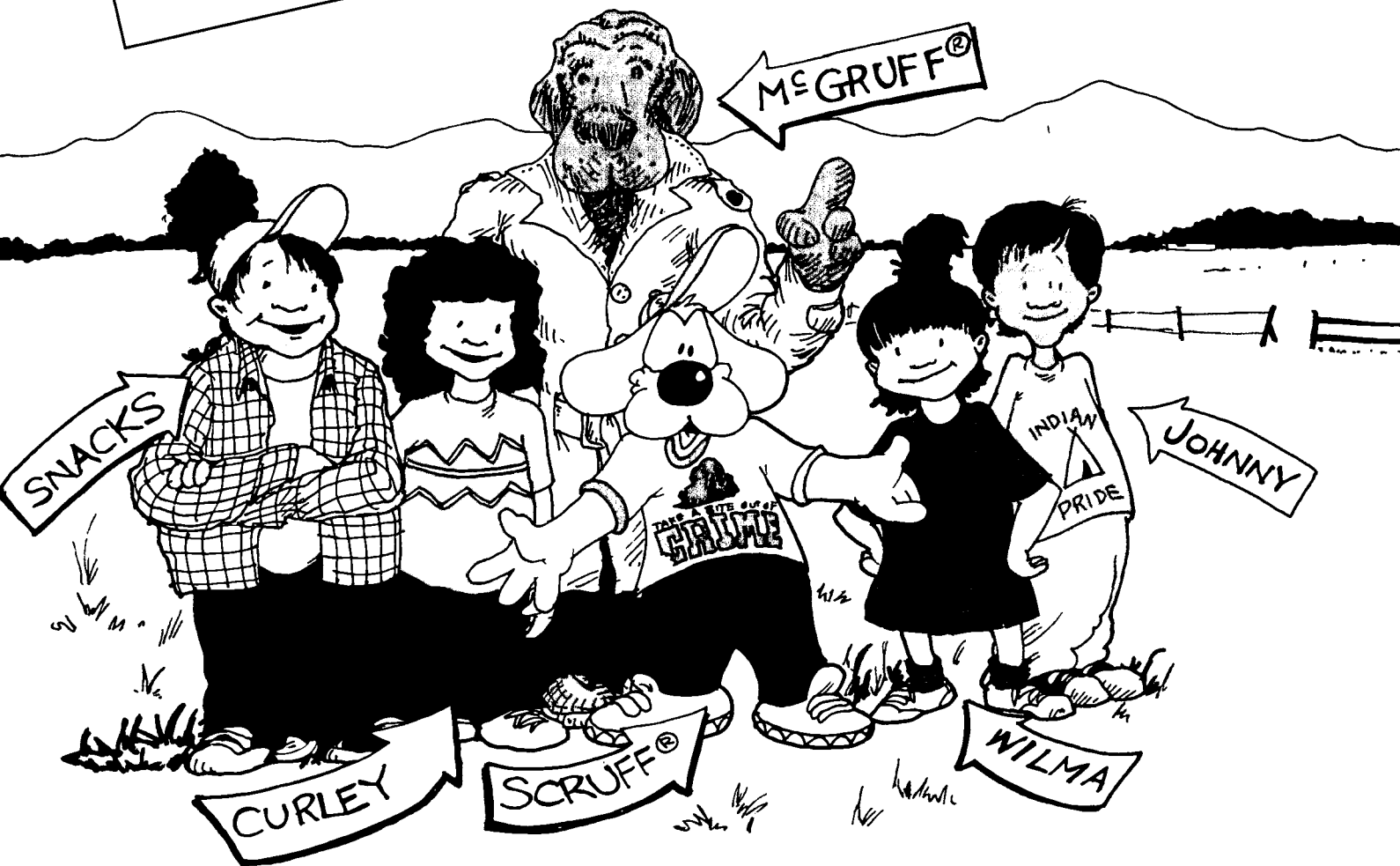
In addition, the book invites children to be part of the story—to complete drawing, coloring, word, and problem-solving games that relate to the messages in the text.

How can you build on the book's messages? Invite your child to read the book aloud to you—and to younger children in the family or on the reservation. Teach your child about your own reservation or community—places to go for help, places to avoid, ways to resist peer pressure, what to do if a weapon or drugs turn up, and how to turn to adults for help.

Talk with others in your community about what you can do together to help protect your children.

Thanks for helping to Take A Bite Out Of Crime®

The National Crime Prevention Council
and
The U.S. Department of Justice



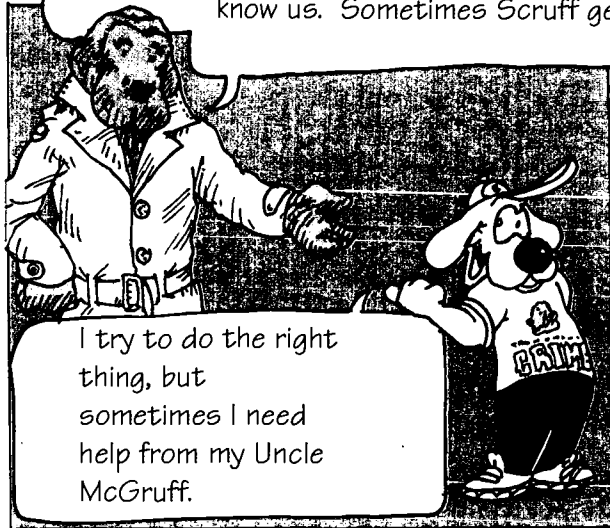
Special thanks to the Assiniboine and Sioux Tribes of the Fort Peck Indian Reservation, Montana, for suggesting the concept of this book, to Tom Kerr for illustrating the book, and to the reviewers and the many cultural experts from tribes across America who helped make this book a success.

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Hey Kids! I'm McGruff the Crime Dog and this is my nephew Scruff—you may already know us. Sometimes Scruff gets into trouble, maybe just like you.



I try to do the right thing, but sometimes I need help from my Uncle McGruff.

Let us show you what we mean. Look what happened when Scruff and his buddy Johnny were playing in Johnny's house. Watch!



Where's your video game, Johnny?



In my room. But first let me show you something in here.



Yikes!

This is where my Dad keeps his pistol and rifle. Want to hold one?

Come on Scruff. It won't bite you. Here, just hold it.

No...not really.



It's not loaded.

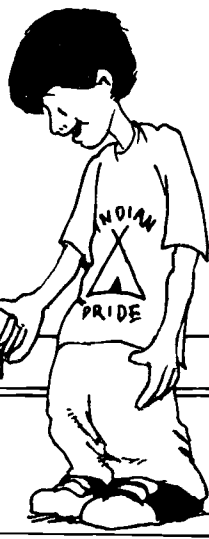


OK kids, Scruff has three choices here. Turn the page to see the consequences of those choices.



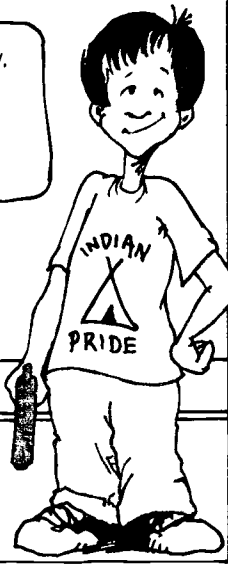
CHOICE 1:

Wow! This is cool.



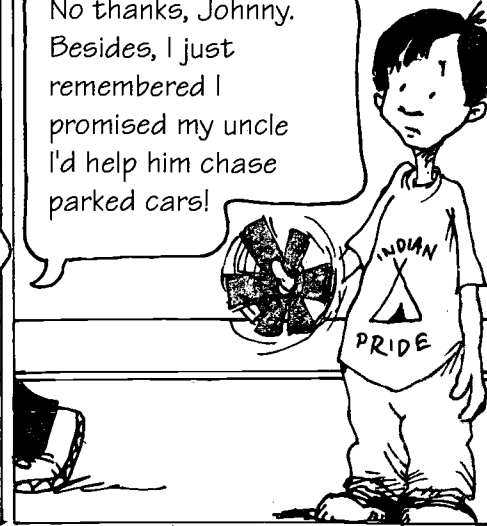
CHOICE 2:

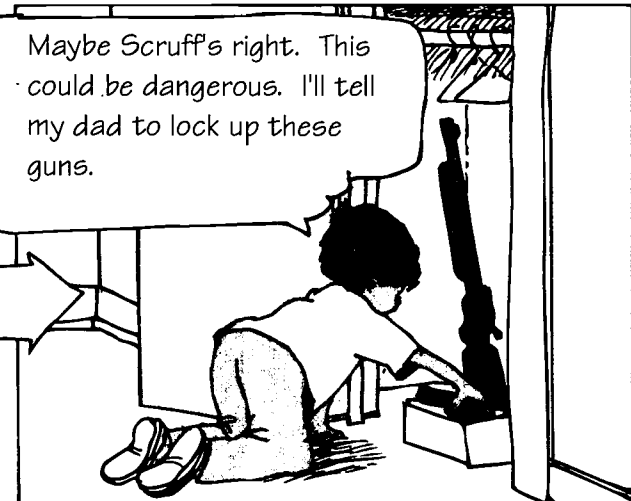
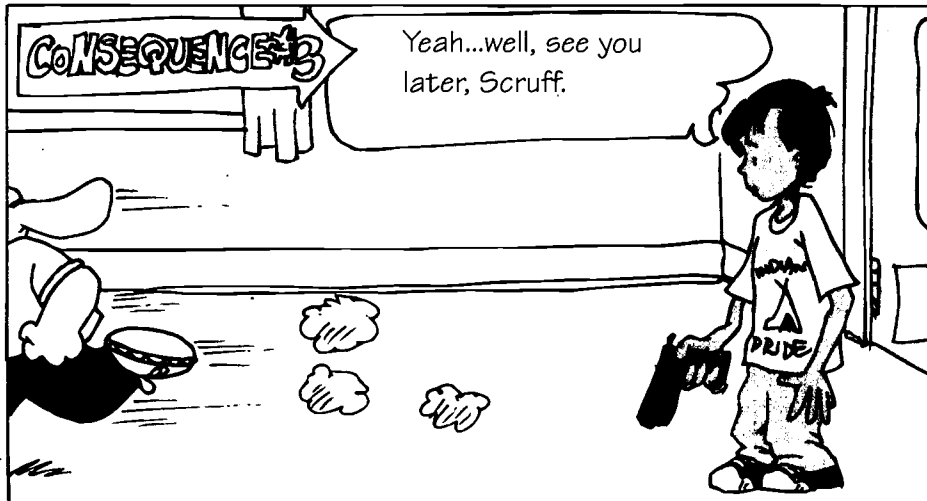
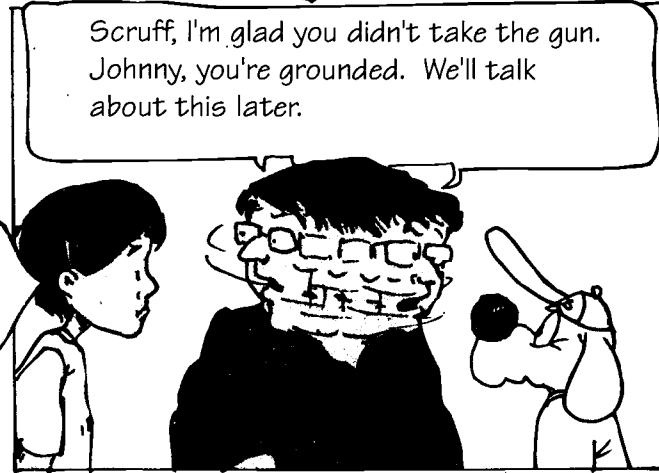
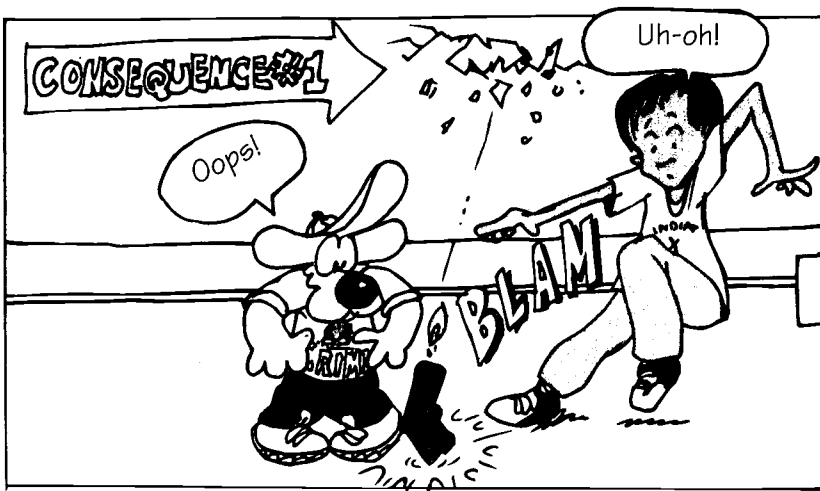
Put it back, Johnny. Let's play with something else.



CHOICE 3:

No thanks, Johnny. Besides, I just remembered I promised my uncle I'd help him chase parked cars!

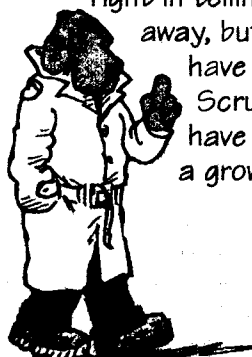




Kids, in Choice 1, Johnny and Scruff shouldn't have been playing with the gun. Someone could have been killed.



In Choice 2, Johnny was wrong to play with the gun. Scruff was right in telling him to put it away, but Scruff should have done more. Scruff should also have left and told a grown-up.



In Choice 3, Scruff did the **best** thing. He said no to Johnny, got out of there fast, and went to talk to an adult.



Sometimes you find dangerous things where you least expect them.

Let's see how long we can stay upside down.

This is crazy! My hands hurt.

Uh-oh! What's this?

Drugs and pills, they can kill!

What will we do with them?

Let's take them to the police.

Let's not. Let's be smart and remember what my uncle told us to do if we find something dangerous.

Yeah!

What's the advice kids?

S- Stop and move away.

C- Careful, don't touch.

R- Run real fast and get a trusted adult, like an elder or a police officer.

U- Unsafe things like drugs or weapons could mess up your future.

F- Follow these rules to be safe and healthy.

F- Friends should be safe too.

And look what it spells.
S-C-R-U-F-F
SCRUFF!

A black and white illustration of a man in a trench coat sitting on a bench, looking distressed with his mouth open. A small object is on the ground near his foot.



You know, just when I think Scruff is learning, he goes and does something not so smart. Look what happens when Scruff takes a short cut through the arcade.

Hey! Here's a short cut to the community center.

Wouldn't go in there, even on a dare.

No, it isn't safe.

Come on. I've gone this way lots of times.

It's not like it used to be. Now there are gangs.

Bad things like drug deals go on in there.

It looks okay. Let's go.

I'm not taking a chance, Lance.

Me either. We're outta here.

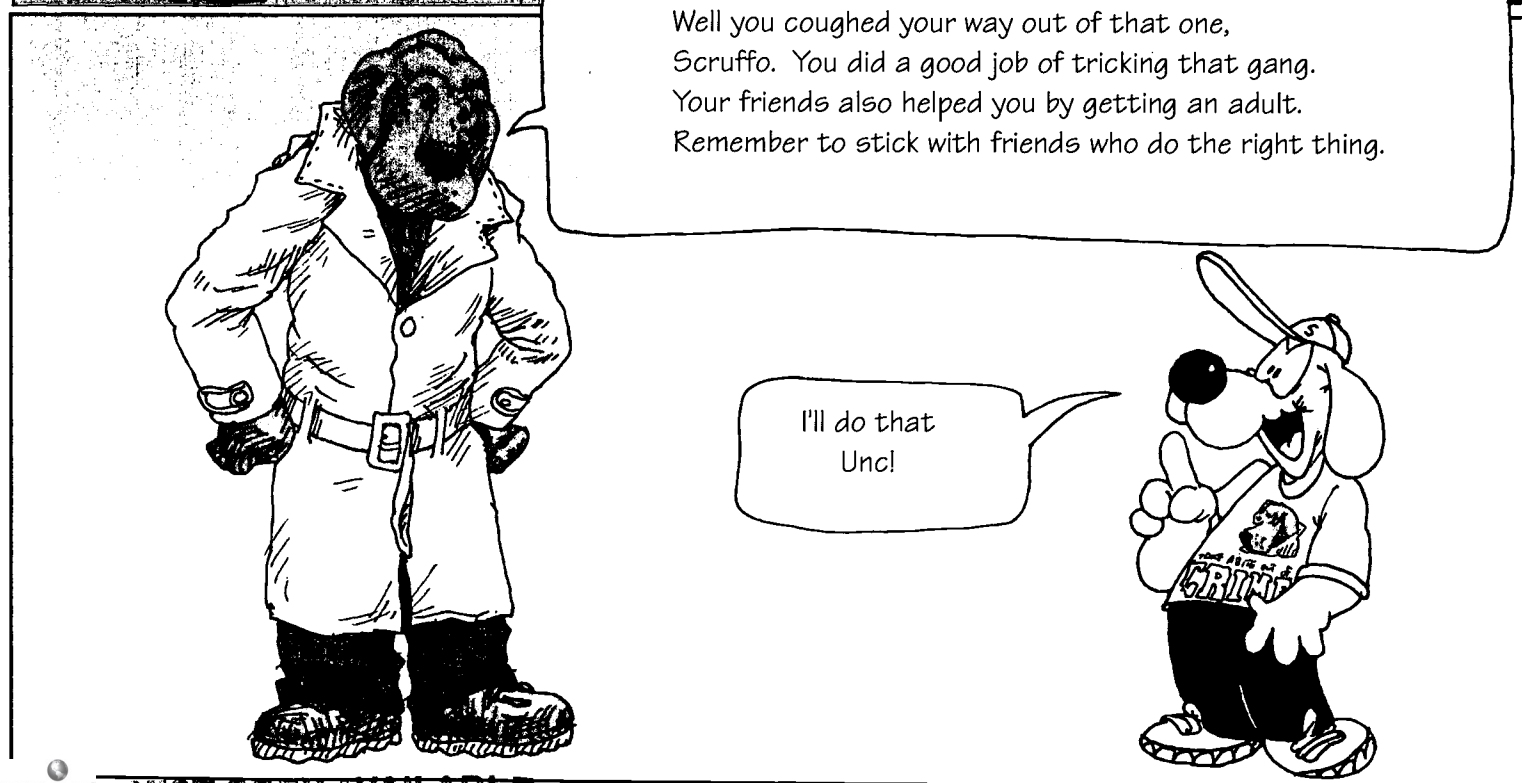
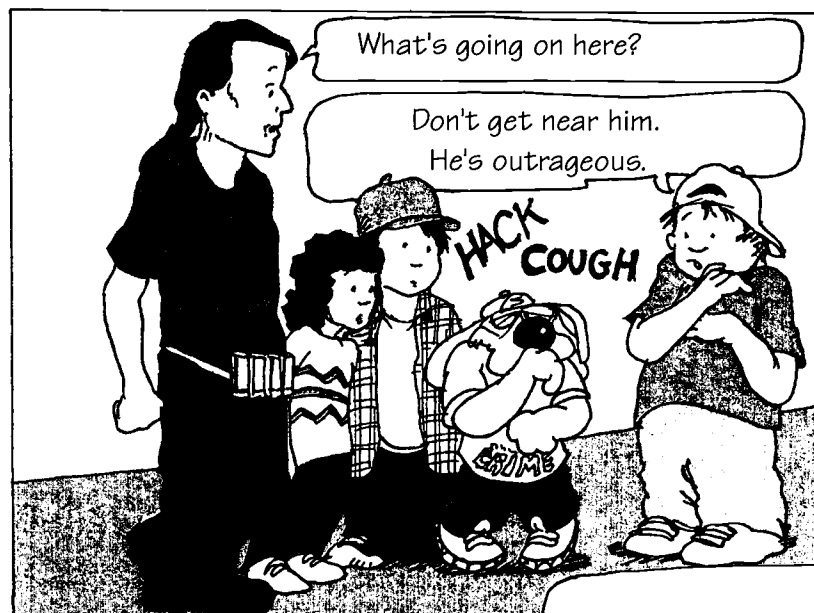
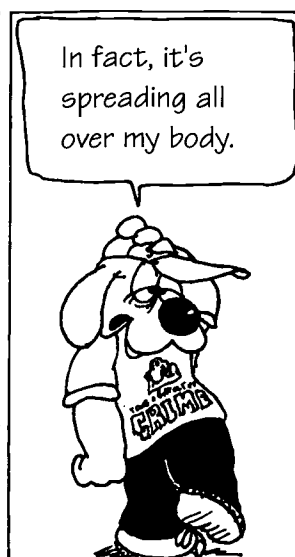
Well, well. Hello, Dog Face! Come to give us your sneakers?

Uh-oh!

Now what, Scruff? You got yourself into a mess. So it's time to start using your head.

Um...You guys really don't want my sneakers.

And why not?





Kids, start at the bottom of this maze and help Scruff and his friends get to the community center. Do not cross any lines or go through any dangerous objects. Remember, in real life you should avoid dangerous places. Always walk with a friend rather than alone.



Kids, I want to talk about something that's very serious. Sometimes children are touched by adults in ways that make them feel uncomfortable. The adult may be someone in the family or someone outside of the family—a friend or a stranger.

If someone touches your private parts—your body parts that are covered by your bathing suit—say "No!" and get away quickly. Tell an adult you trust. If that person doesn't believe you, keep telling until someone believes you.

You have a right to be safe. Other people don't have a right to hurt you or touch your body without your permission.

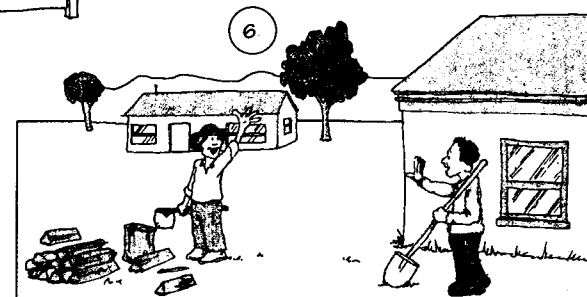
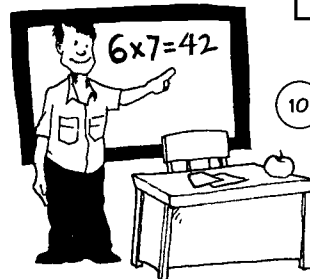
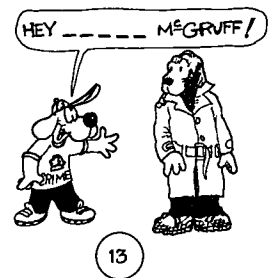
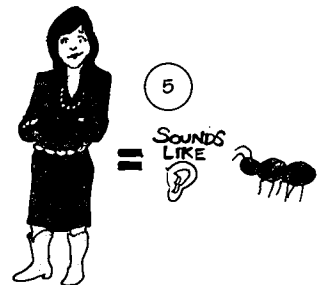
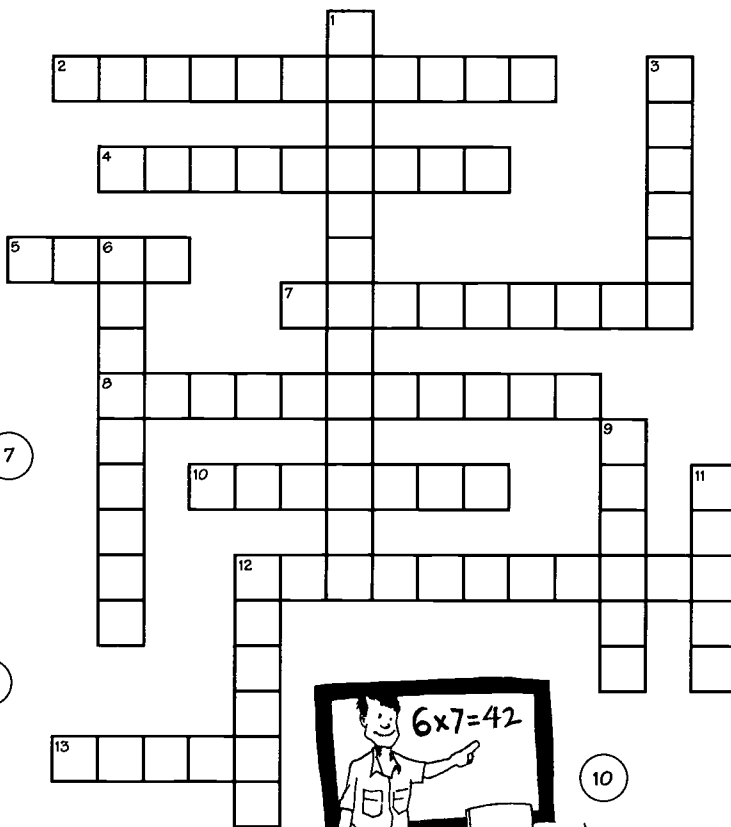
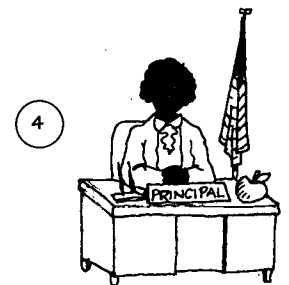
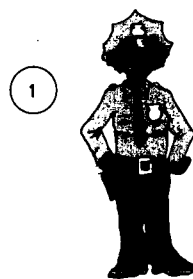
It's okay for kids to ask for help if something scary or bad is happening. They should ask for help even if the adult says to keep it a secret.

What's happening isn't your fault. You are not to blame.

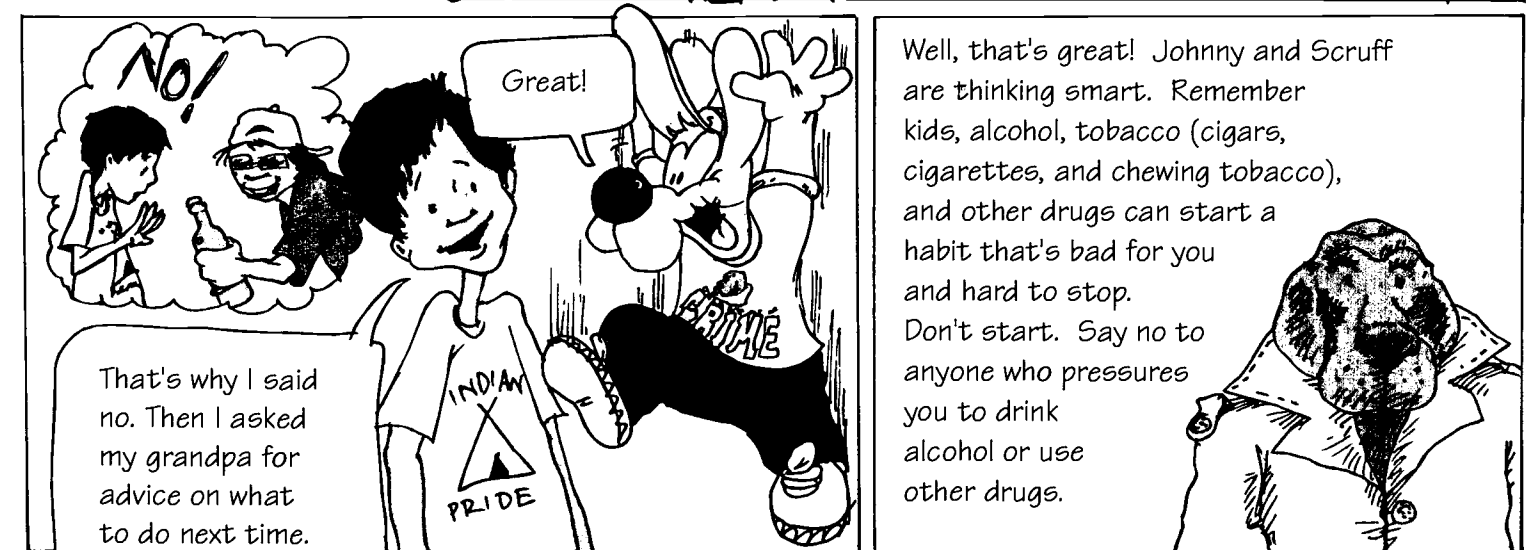
Remember that you are not alone. Lots of children just like you have gotten help. So talk to an adult who can help.



Kids! Below are pictures of grown-ups on your reservation or in your community that you can go to for help with any kind of problem. Fill in the puzzle with the correct names of the people below.



Answers: 1) Police Officer 2) Grandmother 3) Mother 4) Principal 5) Aunt 6) Neighbors 7) Counselor 8) Grandfather 9) Doctor 10) Teacher 11) Nurse 12 across) Firefighter 12 down) Father 13) Uncle



Here's trouble. Scruff and Wilma are headed to the playground to meet their friends. They run into some tough guys sniffing.

Trouble ahead, we could be dead.

Those guys look baaad! I smell trouble.

What should we do, Scruff?

We could go to...a store or...a relative's house.

But there's none around.

Looks tough! Let's remember what your Uncle McGruff says.

Stand up straight, look confident, and walk by them.

That gang will think you're not scared so they won't bother you.

It's working.

Keep walking!

Ulp!

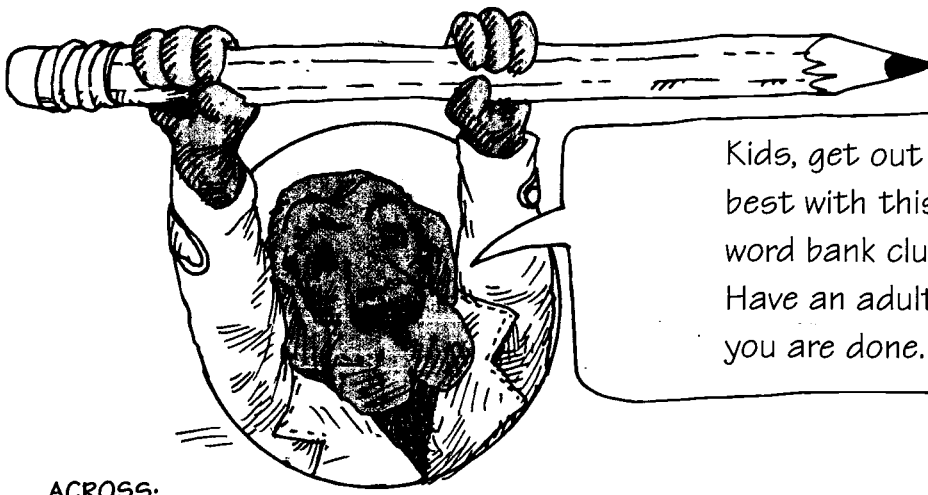
Double Ulp! Let's walk.

Way to go, you figured out what to do.

We made it!

Hooray!

Remember, kids, when you sense trouble with bullies or gangs, try to find a safe place to go. But if there's no place to go, stand up straight and walk tall. Chances are the bullies will leave you alone. Scruff knew those guys were extra trouble because they were using dangerous chemical fumes to get high. Huffing or sniffing is bad news. It can hurt your lungs and damage your brain. It can even kill you!



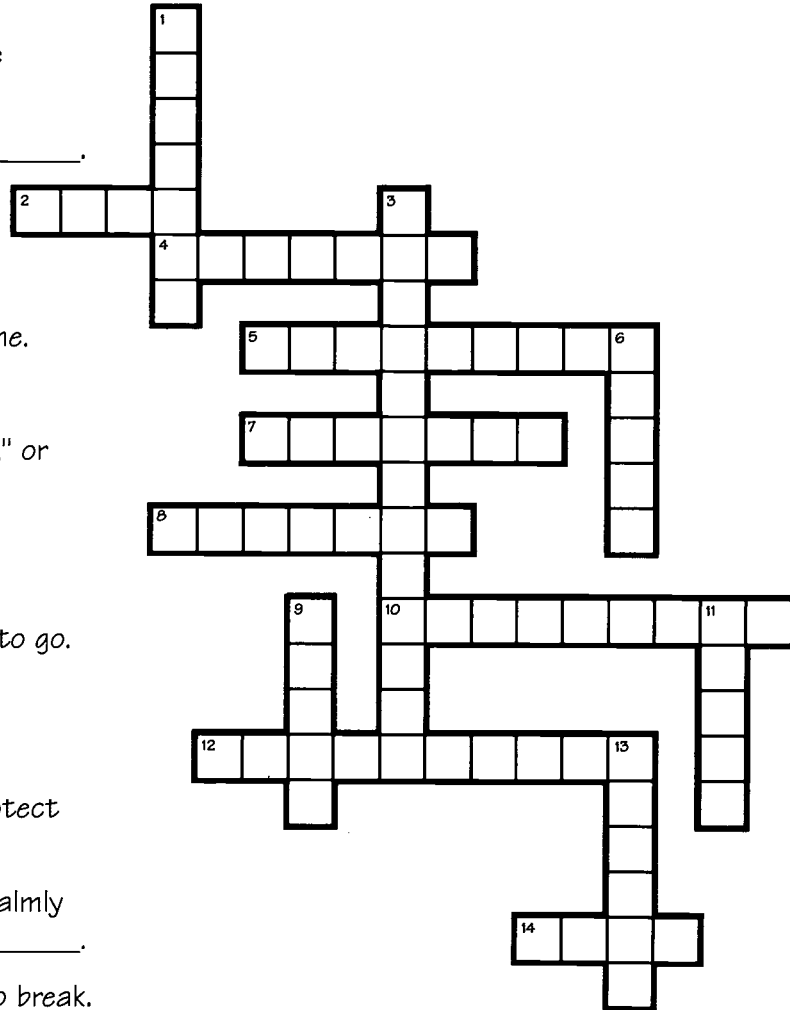
Kids, get out your pencils and try your best with this crossword puzzle. Use the word bank clues to fill in the puzzle. Have an adult check your work when you are done.

ACROSS:

2. A _____ is a group of people who often dress alike and who threaten others with violence.
4. Beer, wine, and whiskey are different kinds of _____.
5. _____, sometimes called "pot" or "weed," hurts your brain and is against the law for everyone.
7. It is better to walk with _____ than to walk alone.
8. _____ the Crime Dog.
10. _____ are chemicals that people "huff," "sniff," or inhale to get high. They can be deadly.
12. Smoking _____ is bad for you and can cause lung disease.
14. When you sense trouble, try to find a _____ place to go.

DOWN:

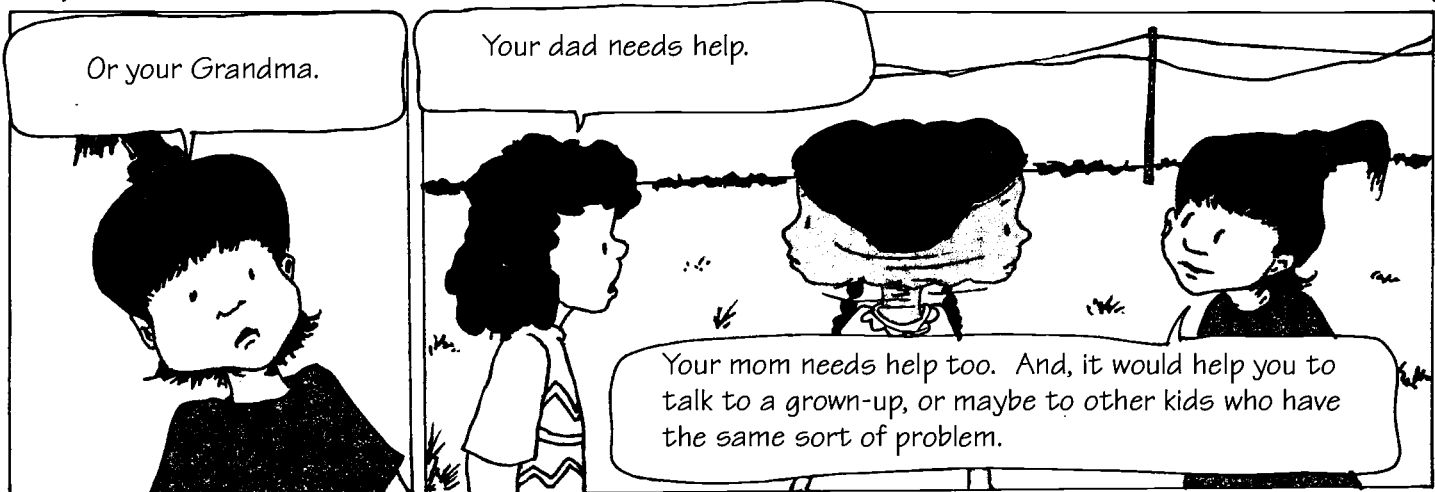
1. Drinking alcohol is _____ for children.
3. A tribal _____ is someone who helps protect and serve people on a reservation.
6. If a bully bothers you, you can walk away, try to calmly talk it out, stick with friends, or tell a trusted _____.
9. Using _____ can start a bad habit that is hard to break.
11. If you find a pistol, a rifle, or other weapon.... Stop! Don't _____! Get away! Tell a grown-up you trust!
13. _____, is McGruff's nephew.



WORD BANK: adult, alcohol, cigarettes, drugs, friends, gang, illegal, Inhalants, Marijuana, McGruff, police officer, safe, Scruff, touch,

Answers: Across: 2) gang 4) alcohol 5) Marijuana 7) friends 8) McGruff 10) Inhalants 12) cigarettes 14) safe Down: 1) illegal 3) police officer 6) adult 9) drugs 11) touch 13) Scruff







Kids, here's your chance to show us what you've learned. In the space below, draw a picture of what you would do if:

Someone pressures you to use alcohol or other drugs

OR

Someone pressures you to sniff inhalants

OR

You are approached by bullies or gang members

OR

You find a gun.

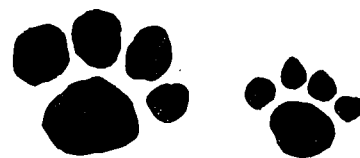
Large empty rectangular box for drawing.

The next time you have a problem
remember our advice. That's how
you can help us

"Take A Bite Out Of Crime!"

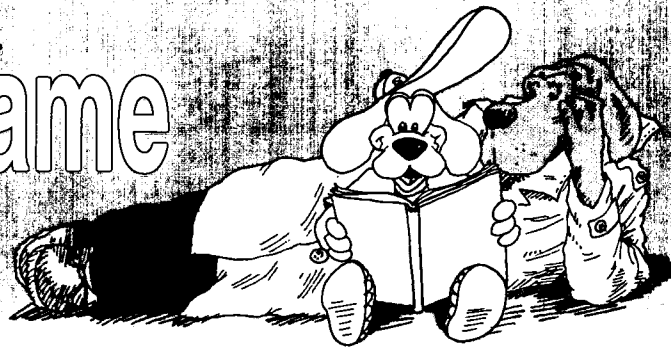


See you soon.



McGruff and Scruff

The WHAT IF Game



Kids, circle the letter of the answer you think is best. **There may be more than one correct answer for each question.** The answers are at the bottom of the page. Be strong! Don't look before you answer.

1. What if you are walking home from school and a group of older kids you know invite you to huff some gasoline with them. You should...
 - A. Tell them to go stick their heads in the sand.
 - B. Huff just a little to see what it is like.
 - C. Say no thanks and get away.
2. What if you are playing at your friend's house and your friend pulls out his grandfather's rifle from under the bed. You should...
 - A. Gather all your friends together so everyone can see the rifle.
 - B. Pretend you don't see it and try to forget about it.
 - C. Try holding it because you don't want your friend to think you aren't cool.
 - D. Leave and tell a trusted adult.
3. What if a friend tells you she has found some beer that her parents won't know is missing. She wants you to drink some with her. You should...
 - A. Try some because she is cool and you want to continue to be friends with her. Besides, you will only try it this one time.
 - B. Tell your friend no thanks, and if she's a real friend she won't offer you alcohol anymore.
 - C. Tell her no because you have to get home and do your homework.
 - D. Tell her no and ask if she knows the bad things alcohol does to her body.
4. What if a bully keeps picking on you on the playground at school. You should...
 - A. Get all your friends together and beat the bully up.
 - B. Try your best to ignore the bully. If that doesn't work, try talking calmly to get out of the situation.
 - C. Realize it is not your fault that the bully keeps picking on you. Tell a teacher, a relative, a counselor, or another trusted adult and ask them for help.
5. What if you come home from the community center one day and your Dad is drunk. You get scared because sometimes he gets mean when he's been drinking. You should...
 - A. Ignore the problem and hope it will go away because this is a family secret you need to keep.
 - B. Get your Dad another beer because then he'll be nice to you.
 - C. Tell an adult you trust—like an elder, an aunt, or an uncle—about your fear so they can help your Dad and the rest of your family get help.

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Answers: 1. (c) Say no and get away fast. Huffing dangerous chemicals (called inhalants) is bad news and you die. Stay away from people who use inhalants. 2. (d) Guns are serious trouble and should be reported immediately to a trusted adult. 3. (b-c-d) Each of these answers can be right, as long as you say no! 4. (b-c) Both are good answers. 5. (c) You don't have to keep family secrets. Tell a grown-up if you are worried about something.

Thanks to the following adults for providing input to this project:

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